

IN THE CLAIMS:

The status of the claims is provided:

1. (currently amended) An input system comprising:

a first input device for specifying a position on a display screen, which is connected to a computer for executing an application program and for displaying a processing object area of the application program on the display screen, said first input device configured for being controlled by a user's dominant hand;

a second input device differing from said first input device, said second input device configured for being controlled by a user's non-dominant hand, said first and second input devices simultaneously operable;

an instruction set for instructing a change in a display state of the processing object area on the display screen while the application program is being executed by said first input device, in response to an operation of said second input device, **wherein said instruction set instructs a change of a display size of an object contained within the processing object area displayed on the display screen in response to an operation of said second input device;**

wherein said instruction set includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.

2. (Original) The input system of claim 1, wherein said instruction set instructs a change of a relative position of the processing object area with respect to the

display screen in response to an operation of said second input device.

3. (currently amended) ~~The input system of claim 1~~ **An input system comprising:**
a first input device for specifying a position on a display screen, which
is connected to a computer for executing an application program and for
displaying a processing object area of the application program on the display
screen, said first input device configured for being controlled by a user's
dominant hand;
a second input device differing from said first input device, said
second input device configured for being controlled by a user's non-dominant
hand, said first and second input devices simultaneously operable;
an instruction set for instructing a change in a display state of the
processing object area on the display screen while the application program is
being executed by said first input device, in response to an operation of said
second input device, wherein said instruction set instructs a change of a display
magnification ratio of the processing object area displayed on the display screen in
response to an operation of said second input device;
wherein said instruction set includes an emulator generating an
instruction signal compatible with the application program executed by the
computer, and wherein the instruction signal is responsive to an operation of
said second input device.

4. (canceled)

5. (Original) The input system of claim 1, wherein said instruction set instructs an editing process for the processing object area displayed on the display screen in response to an operation of said second input device.
6. (previously presented) The input system of claim 1, wherein said emulator instruction signal is responsive to an operation of said first input device occurring simultaneously with an operation of said second input device.
7. (Original) The input system of Claim 1, wherein said first input device is selected from the group consisting of a mouse, a trackball, a touch pad and a pen tablet.
8. (previously presented) The input system of Claim 7, wherein said second input device is selected from the group consisting of a scroll wheel, a trackball, a touch pad, a key switch and a combination input device.
9. (Original) The input system of Claim 8, wherein said combination input device comprises a wheel operation section, a ball operation section, and a key switch operation section containing a plurality of key switches thereon.
10. (Original) The input system of Claim 1, wherein said second input device is selected from the group consisting of a scroll wheel, a trackball, a touch pad, a key switch and a combination input device.

11. (Original) The input system of Claim 10, wherein said combination input device comprises a wheel operation section, a ball operation section, and a key switch operation section containing a plurality of key switches thereon.
12. (Original) The input system of Claim 1, wherein a third input device, differing from the first and second input devices, is connected to the computer.
13. (Original) The input system of Claim 12, wherein said third input device is a keyboard.
14. (Original) The input system of Claim 12, wherein a fourth input device, differing from the first, second and third input devices, is connected to the computer.
15. (Original) The input system of Claim 14, wherein said fourth input device is a keyboard.
16. (currently amended) A program for causing a computer, to which a first input device for specifying a position on a display screen and a second input device differing from said first input device are connected, said first and second input devices simultaneously operable, said program for executing an application program in accordance with instructions received from the first and second input devices, and for displaying the processing object area of the application program

on the display screen, to execute a display state changing process for changing the display state of the processing object area on the display screen in response to an operation of the second input device, **further comprising a step of performing a process of changing a display size of an object contained in the processing object area displayed on the display screen in response to an operation of the second input device,**

wherein said program comprises an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.

17. (Original) The program of claim 16, further comprising a step of performing a process of changing a relative position of the processing object area with respect to the display screen in response to an operation of the second input device.

18. (currently amended) ~~The program of claim 16;~~ **A program for causing a computer, to which a first input device for specifying a position on a display screen and a second input device differing from said first input device are connected, said first and second input devices simultaneously operable, said program for executing an application program in accordance with instructions received from the first and second input devices, and for displaying the processing object area of the application program on the display screen, to execute a display state changing process for changing the**

display state of the processing object area on the display screen in response to an operation of the second input device, further comprising a step of performing a process of changing a magnification ratio of the processing object area displayed on the display screen in response to an operation of the second input device

wherein said program comprises an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.

19. (canceled)
20. (Original) The program of claim 16, further comprising a step of instructing the computer to perform an editing process in the processing object area displayed on the display screen in response to an operation of the second input device.
21. (Original) The program of Claim 16, further comprising a step of generating a signal compatible with the application program in response to an operation of the second input device.
22. (Original) A recording medium having stored thereon a program as in claim 16.
23. (currently amended) A computer storage device, comprising:

a storage medium with programs and data associated with the programs stored thereon, the programs and data readable by a central processing unit in a computer;

said programs causing a computer, to which a first input device for specifying a position on a display screen and a second input device differing from said first input device are connected, said first and second input devices simultaneously operable, said programs for executing an application program in accordance with instructions received from the first and second input devices, and for displaying the processing object area of the application program on the display screen, to execute a display state changing process for changing the display state of the processing object area on the display screen in response to an operation of the second input device, **wherein said instructions instruct a change of a display size of an object contained within the processing object area displayed on the display screen in response to an operation of said second input device**

wherein said program includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device; and

a recording medium for recording said programs and data onto the storage medium.

24. (currently amended) A method for instructing a change in a display state of a processing object area on a display screen connected to a computer, to which a

first input device for specifying a position on the display screen and a second input device differing from said first input device, are connected, comprising the steps of:

executing an application program in accordance with instructions input from the first and second input devices;

controlling the first input device with a user's favored hand while simultaneously controlling the second input device with the user's non-favored hand;

displaying the processing object area of the application program on the display screen; ~~and~~

executing a display state changing process by generating an instruction signal compatible with the application program for changing the display state of the processing object area on the display screen in response to an operation of the second input device with the user's non-favored hand while the application program is being executed by the first input device controlled by the user's favored hand; and

instructing a change of a display magnification ratio of the processing object area displayed on the display screen in response to an operation of the second input device.

25. (Original) The method of claim 24, further comprising:

instructing a change of a relative position of the processing object area with respect to the display screen in response to an operation of the second input

device.

26. (canceled)

27. (currently amended) ~~The method of claim 24, further comprising:~~ **A method for**

instructing a change in a display state of a processing object area on a

display screen connected to a computer, to which a first input device for

specifying a position on the display screen and a second input device

differing from said first input device, are connected, comprising the steps of:

executing an application program in accordance with instructions

input from the first and second input devices;

controlling the first input device with a user's favored hand while

simultaneously controlling the second input device with the user's non-

favored hand;

displaying the processing object area of the application program on

the display screen;

executing a display state changing process by generating an

instruction signal compatible with the application program for changing the

display state of the processing object area on the display screen in response to

an operation of the second input device with the user's non-favored hand

while the application program is being executed by the first input device

controlled by the user's favored hand; and

instructing a change of a display size of an object contained within the

processing object area displayed on the display screen in response to an operation of the second input device.

28. (Original) The method of claim 24, further comprising:

instructing an editing process for the processing object area displayed on the display screen in response to an operation of the second input device.

29. (Original) The method of claim 24, further comprising:

generating an instruction signal compatible with the application program executed by the computer, wherein the instruction signal corresponds to an operation of the second input device.

30. (currently amended) A computer system, comprising:

a computer;

a display screen connected to said computer, wherein a processing object area of an application program usable by said computer is displayed on said display screen;

a first input device connected to said computer, said first input device for specifying a position on said display screen;

a second input device connected to said computer, said second input device differing from said first input device, said first and second input devices simultaneously operable;

an instruction set for instructing a change in a display state of the

processing object area of the application program on said display screen in response to an operation of said second input device while the application is being executed by said first input device, **wherein said instruction set instructs a change of a display size of an object contained within the processing object area displayed on the display screen in response to an operation of said second input device;** and

wherein said instruction set includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.